

HOLD'EM

In Hold'em, all players receive two down-cards as their personal hand, after which there is a round of betting. Three board-cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board-cards are turned one at a time, with a round of betting after each card. The board-cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the board-cards and no personal cards to form a hand. This is called "playing the board".

Hold'em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

The placement of the dealer button is determined before the game is started. The dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts on last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet. The small blind is posted by the player immediately clockwise from the button, and the big blind is posted by the player two positions clockwise from the button.

Big Blind Rates for Hold'em games played at the Village Club are as follows:

	<u>Big Blind</u>	<u>Small Blind</u>
3-6	\$3.00	\$1.00
4-8	\$4.00	\$2.00
6-12	\$6.00	\$3.00
8-16	\$8.00	\$4.00

	<u>Big Blinds</u>	<u>Small Blind</u>
30-60	\$30.00	\$20.00
60-120	\$60.00	\$30.00

Action is initiated on the first betting round by the player to the left of the blinds. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

DECK

Hold'em is played with a total of 52 cards. There is no joker.

DEALING PROCEDURE

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place cut card at bottom of deck. Cards are then dealt to each player from left to right one down card at a time until each player has two down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards (the flop) face up on the table. Another round of betting takes place, and then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

WINNING HAND

The highest ranking poker hand determines the winner. The winner receives all the chips bet on that hand. In the event of a tie the chips are split evenly between the winning hands. The highest possible hand is a Royal flush. Ace, King, Queen, Jack, Ten, all of the same suit.

RULES OF HOLD'EM

BLINDS

1. In Hold'em, all blinds are "live" (except for the "dead collection blind").
If you post a blind, you have the option of raising the pot when it is your turn.
2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is the button.
3. A new player entering a Hold'em game, has the following options:
 - a. To be dealt right in and then take the blind when it gets to his or her seat.
 - b. Wait until the dealer button goes past his seat and come in behind the button.
4. As a new player, you will be dealt in when you are between the small blind and the button.
5. If you miss any or all blinds, you can resume play by either posting the total amount of the blinds for that limit game or waiting for the big blind. If you choose to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money". When it becomes your turn to act, you may either call the action or you may raise.
6. When a game starts, a new player must post both blinds if the blinds have gone past their seat.

IRREGULARITIES

7. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and re-cut the cards. If a down-card is exposed due to a dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the

card with the top card on the deck, and the exposed card is then used for the burn card.

8. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board-cards are mixed with the remainder of the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.
9. Should the dealer turn the fourth card on the board before the betting is complete, the card is taken out of play for the round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn-cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.
10. In hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

6/27/03

OMAHA

Omaha is similar to Hold'em, except each player is dealt four down cards instead of two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold'em. Omaha like Hold'em also uses a dealer button. Before the game is started the dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts one last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button. Also like Hold'em blinds are used. The Big Blind rates for Omaha games played at the Village Club are as follows:

	<u>Big Blind</u>	<u>Small Blind</u>
2-4	\$2.00	\$1.00
3-6	\$3.00	\$1.00
8-16	\$8.00	\$4.00
30-60	\$30.00	\$20.00

Omaha is often played high-low split, 8-or-better. You may use any combination of two hole-cards and three board-cards for you high hand and another (or the same) combination of two hole-cards and three board-cards for your low hand.

DECK

Omaha is played with a total of 52 cards. There is no joker.

DEALING PROCEDURES

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, and controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place the cut card at the bottom of the deck. Cards are then dealt to each player from left to right one down card at a time until each player has four down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards

(the flop) face up on the table. Another round of betting takes place, and then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

WINNING HAND

The highest ranking poker hand determines the winners. The winners receive all chips bet on that hand. In the event of a tie the chips are split evenly between the winning hands. The highest possible hand is a Royal Flush. Ace, King, Queen, Jack, Ten, all of the same suit. The best low hand possible is Ace, Two, Three, Four, Five, regardless of suit.

RULES OF OMAHA

1. You must use two of the four hole-cards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'em apply to Omaha except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

RULES OF OMAHA HI-LOW SPLIT (8- OR BETTER)

1. All the rules of Omaha apply to Omaha high-low split (8- or better).
2. A qualifier of 8- or better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two hole-cards with three board-cards.
5. All other Hold'em rules apply.

6/27/03

PINEAPPLE

Pineapple is similar to Hold'em, except each player is dealt three down cards instead of two. After the "flop" each player must throw away one card, leaving the player with two cards. In order to make a hand, a player may use any five-card combination from among the board and personal cards. This is similar to Hold'em. The betting is the same as in Hold'em. Pineapple Hi-Low Split is also played with a dealer button. Before the game is started the dealer mixes the cards, shuffles, shuffles, cuts, shuffles, cuts one last time and places the cut card at the bottom of the deck. The dealer then places one card face up from left to right starting at seat #1. The player with the highest card receives the dealer button.

DECK

Pineapple is played with a total of 52 cards. There is no joker.

DEALING PROCEDURES

The card game is dealt on a Poker-style table to (9) players. A Casino Employee Dealer controls the shuffling and dealing of the cards, and controls the orderliness of the game. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play. Dealers first mix cards using both hands and while mixing cross hands at least one time. Shuffle, shuffle, cut, shuffle. Cut one last time and place the cut card at the bottom of the deck. Cards are then dealt to each player from left to right one card at a time until each player has three down cards in their hand. Then the first round of betting takes place. The dealer then burns one card and turns three community cards (the flop) face up on the table. Another round of betting takes place, then each player discards one card from their hand. Then the dealer burns another card, and then places the fourth card face up on the table. Another round of betting occurs, and then the dealer burns one more card and turns the fifth and final card face up on the table. In each betting round the player has the option to bet, raise, call, or fold.

The Big Blind rates for Pineapple Hi-Low Split games played at the Village Club are as follows:

	<u>Big Blind</u>	<u>Small Blind</u>
3-6	\$3.00	\$1.00

WINNING HAND

The highest and lowest ranking hands are the determined winners. The winners receive all chips bet on that hand. In the event of a tie the chips are split evenly between the winnings hands.

RULES OF PINEAPPLE HI-LOW SPLIT (8- OR BETTER)

1. All the rules of Hold'em apply to Pineapple high-low split (8- or better).
2. A qualifier of 8- or better for low is required for all high-low split games
3. If there is no low hand, the high hand wins the entire pot.
4. All other Hold'em rules apply.

6/27/03

POKER FEE COLLECTION & ASSESSMENT METHODS

Currently all poker games played at the Village Club are flop & drop. This means that if the first three "community" cards are "flopped", the drop will be taken.

The drop always comes from the main pot regardless of its size.

The games we play at the Village Club are:

2-4 Omaha with a Kill	3-6 Hold'em with a Kill
3-6 Omaha with a Kill	4-8 Hold'em with a Kill
8-16 Omaha with a Kill	6-12 Hold'em with a Kill
30-60 Omaha with a Kill	8-16 Hold'em with a Kill
3-6 Pineapple with a Kill	30-60 Hold'em with a Kill
	60-120 Hold'em with a Kill

Collection for the 2-4 Omaha Game is:

\$3.00 if the game is 7,8,9 handed.

\$2.00 if the game is 6 handed.

\$1.00 if the game is 5 handed.

There is no collection if the game is 4 handed or less.

Collection for all of the other poker games is:

\$4.00 if the game is 7,8,9 handed.

\$3.00 if the game is 6 handed.

\$2.00 if the game is 5 handed.

There is no collection if the game is 4 handed or less.

VILLAGE CLUB TABLE LIMITS

POKER

2-4 OMAHA HI-LO SPLIT	3-6 HOLD'EM
3-6 OMAHA HI-LO SPLIT	4-8 HOLD'EM
8-16 OMAHA HI-LO SPLIT	6-12 HOLD'EM
30-60 OMAHA HI-LO SPLIT	8-16 HOLD'EM
	30-60 HOLD'EM
	60-120 HOLD'EM
3-6 PINEAPPLE HI-LO SPLIT	

NO BUST BLACKJACK

\$5.00 MINIMUM BET- \$50.00 MAXIMUM BET PER CIRCLE UP TO SIX CIRCLES PER PLAYER.

PAI-GOW POKER

\$10.00 MINIMUM BET-\$300.00 MAXIMUM BET PER CIRCLE UP TO SIX CIRCLES PER PLAYER.

21st CENTURY BLACKJACK

Variation of game: No other variations are played at this time.

Description of how to win a hand and other winning variations:

1. If a player's total is more than 22 and the Player Dealer's total is 22 or less, the Player Dealer wins.
2. If the player's total is 22 or less and the Player Dealer's total is more than 22, the player wins.
3. If the player's and the Player Dealer's total is 22 or less, the hand closest to 22 wins.
4. If both the player and the Player Dealer have more than 22, the player pushes if the Player Dealer's total exceeds player's total over 22.
5. The Player Dealer wins if closer to 22 or ties. *Definition*
6. If both the Player Dealer and player have a "Natural 22", it is a push.
7. If Player Dealer does not have enough money to cover all bets, an action button will be used to determine the starting position for winning and losing bets. The placement of the action button will be randomly determined by the Player Dealer's hole card.
8. If Player Dealer's up-card is a Joker, there is no draw. Player Dealer wins all hands, except other "Natural 22." *Definition*

21st CENTURY BLACKJACK RULES

1. A "Natural 22" hand beats all other hands.
2. A "Natural 22" is two Aces or one Ace with a Joker.
3. All cards have face value.
4. Aces have a value of 1 or 11.
5. A Joker, as a hit card, makes the hand 22.
6. All face cards have a value of 10.
7. The value of each hand is the sum of its cards.
8. All player's hands are compared with the Player Dealer's hand
9. Players have three objects: a) receive a "Natural 22", b) form a hand whose value is 22 points, c) form a hand whose value is greater than the Player Dealer's hand.
10. Each player will receive two cards on the initial deal.
11. Players have the option of drawing additional cards.
12. The Player Dealer will receive one card up and one card down.
13. When all of the players have concluded their play, the Player Dealer's hole card will be exposed. The Player Dealer must draw cards until he reaches a total of 18 or more, except he must hit soft 18.
14. Player may double down on all hard hands of 11 and 12 only, with the option of drawing up to two cards.

21st CENTURY BLACKJACK

HOUSE RULES

1. Exposed Cards:

- a. Player claims they did not have an opportunity to act on their hand and the next card has been exposed. The exposed card will not be backed up or burned, it will play as is, if the dealer acknowledges a mistake on their part, the past player will then act on their hand as soon as play on the current hand is over, then play will resume as normal.
- b. If it has been determined that a player did not want a hit but received one, the only hand that can receive the exposed card is the Player Dealer. If any of the remaining players want a hit, the exposed card is burned. If none of the remaining players want a hit, the exposed card goes to the Player Dealer's hand if needed, otherwise it is burned.
- c. A card dealt off the table is a live card. The dealer must call the supervisor to retrieve the card.
- d. In all disputes involving hand or verbal signals to hit or stand the Casino's dealer interpretation of the signal will stand.

2. Dealing:

- a. If the Player Dealer is dealt an incorrect number of cards - misdeal the entire hand unless cards can be backed-up in proper position.
- b. A player ends up with no cards or one card only that hand only is dead and player is given a free collection button.
- c. A hand is dealt to the Player Dealer's betting circle - those two cards are dead.
- d. A hand is dealt to a betting circle without a bet up - that hand is deal (no call bets).
- e. Both of the Player Dealer's cards are exposed prior to any draw - the entire deal is dead but with the following exemptions: 1) Player Dealer's "Natural 22" will win all bets; 2) Player's "Natural 22" will be paid.

- f. Both of the Player Dealer's cards are exposed prior to the completion of the draw - any and all hands not aces on are dead, with the exception of naturals. Then the Player Dealer's hand is completed.
- g. If the dealer starts out of position backup cards to their proper position. If that is not possible, entire deal is dead.
- h. If two hit cards are dealt the supervisor will be called. The correct card (the first off) is in play, the second card is an exposed card. If the manager is unable to identify the order, both cards will be burned.
- i. If a player abandons their hand the dealer will hit 12 or less and stand on 13. *What does this mean*
- j. No player may play more than three betting hands without approval from the manager and the Player Dealer. *why can't the simply say "dealer"*
- k. When the cut card shows, the hand in play is the last of that shoe. If a hand ends with the cut card in the window, the next hand is the last.
- l. If cards run out prior to the completion of the hand (went by, or no cut card) the last card is dealt, the cards are shuffled, cards burned, and play continues.
- m. A player may bet three hands on a table. Exception, no other seat is available of the same limit, he may be forced to give up two of them.
- n. Cross betting may be allowed with Player Dealer's approval. *definition*

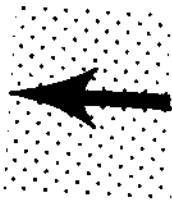
3. Hand Signals:

Players must use the casino's hand signal - verbal signals are not accepted. When informing a player about the use of hand signals, demonstrate by showing them how to scratch or touch the table with their finger to hit, and move a flat hand over the table stand. Do not use verbal prompts such as "you're good" or even "good?" when asking a player to act on their hand, only use the question "cards?" Every hand must be acted upon by the player - no exceptions!

4. **Player Dealer Position:**

- a. Player Dealer position shall rotate continuously and systematically amongst each of the participants during the play of the game.
- b. The Player Dealer may request that one card be burned per shoe. The burn is done prior to deal only. Dealer does not suggest burn rule to anyone. Rule is for the bankers request only.
- c. When the Player Dealer runs out of money and does not cover all bets, player who receive no action will receive a free collection button for the following hand.

5. **Handling Bets:**

- a. Once the first card has been dealt, do not let players touch their bets or their cards. If they do, politely inform them of the rules and if they continue to do it, call the supervisor. No bets or changes to bets once the first card is out.
- b. Always make payoffs in the same order. Start is determined by the dealers down card. A's - 10's face count, Jack 11, Queen 12, King 13. The Player Dealer position is 0. The first hand to the right of the Player Dealer is 1, 7, or King. The card number signifies where the action button will be placed. Payoffs continue clockwise.
- c. When paying multi-colored bets, "barber poles" break down the bet by color, then pay. Do not touch player bet with chips in hand. *What is this*
- d. Smaller denomination chips must be on top of multi-colored bets.
- e. When paying off with large domination chips announce out loud amount of bet and total payoff.
- f. Dealer acts on all bets. Do not allow the Player Dealer to make payoffs. 
- g. Let the Player Dealer separate his chips, don't waste time.
- h. When making change out of rack, bring bills or chip(s) directly in front of rack, count and announce amount, count out chips and announce amount, stack chips and give to player. Repeat amount, confirm cash count as you rack it.

6. **Dealing:**

- a. All players cards will be laid out corner to corner exposing 3/4 of the first card.
- b. Player Dealer's hand must be hit left to right.
- c. When the hand is complete, pick up the cards in order from your right with Player Dealer's hand last and on top when it is racked.
- d. Do not deal to any unattended bets.
- e. Slow down on the draw, it is very important that you get a proper hand signal every time the player has an option.
- f. Focus on the game. Do not stop during the deal to ask for service, fills, etc. Do not talk to anyone outside of the game unless it pertains to casino business. Always pay attention to what you are doing while you are in the box.
- g. Dealer is responsible to keep seats available for active players and to ask non-players to leave the table. Player may sit out a few hands, however, has to move when it is apparent that he won't play again.
- h. Dead-spread when a game breaks down with only one Player Dealer, shuffle the cards, load them into the shoe and burn six cards and leave burn cards on the table until game continues.
- i. Cross betting is allowed but dealer must place bet. Do not allow players to place their own bets. If they continue to place their own bets after you have explained the rules, call the supervisor. Watch carefully for "Action Player" hand signal. Know who has control of the hand and act only on his signal.
- j. Swipe with the right hand from right to left and announce "no more bets." Before announcing "no more bets" as you are swiping the table check to make sure no one has "over bet" a spot.

OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the

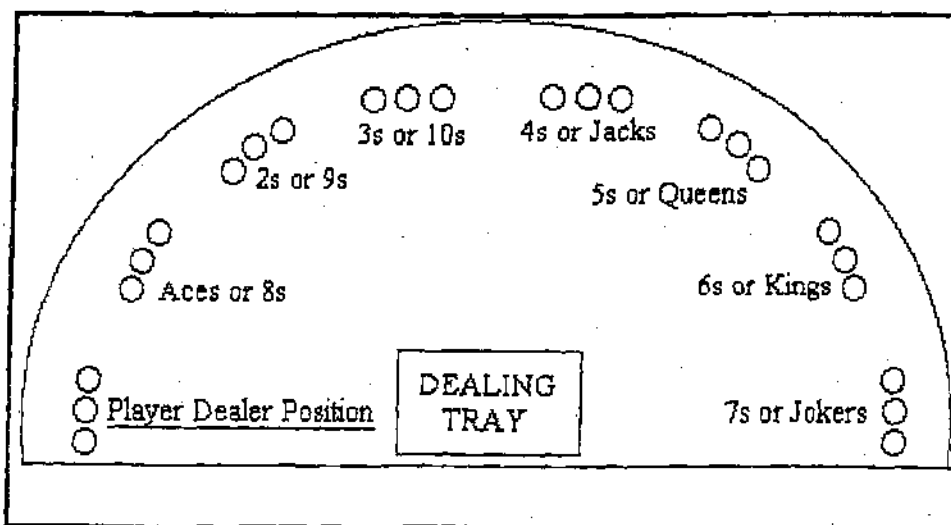
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

Rules for Players

Must Stand on	Must Hit on	Have Option on
		<u>12</u>
		<u>13</u>
<u>Soft & Hard 20</u>	<u>11 or Less</u>	<u>14</u>
<u>Soft & Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.



12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of **Oliver v. County of Los Angeles** (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

PAI-GOW POKER

Purpose of the Game

To win your bet by having both of your hands rank higher than both of the designated Player/Dealer. Hands are played and ranked as traditional poker hands.

The Deck

Pai Gow Poker is played with a total of 53 cards consisting of 52 cards and the joker. The joker may be used as a Wild Card to complete any pair, straight or flush.

How the Game is played:

The card game is dealt on a Poker-style table to seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and makes time collections on each hand. The casino and the employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat #1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer in turn, clockwise starting at seat #1.

Once the Player/Dealer has been established, the House Supervisor shuffles the cards. The House Supervisor will cut and complete the deal of seven (7) piles of seven (7) cards face down in front of him.

The designated Player/Dealer selects one of the seven (7) piles. An "action" button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive actions from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table minimum, however, there is no maximum limit.

At this time, a time collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the Player/Dealer to shake. The sum of the dice determines where to place the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the Player/Dealer as 1, 8 or 15.

THE OPENING OF THE DICE CUP: (revealing the total of the dice) signifies the **BEGINNING OF THE HAND**. The house Supervisor will announce, "no more bets". Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are set," at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set.

The House Supervisor will get a confirmation from the Player/Dealer, then proceed to open the action hand. The hands are then compared in turn to the Player/Dealer's hand.

In order for the player to win: both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is a "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands." If both hands rank lower than both of the Player/Dealer's hands, the player loses to the Player/Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "dealer" wagers \$100.00 and loses \$50.00 to the action hand and wins \$50.00 from the next hand he cannot win or lose any more money. No other wagers, win or lose, can be paid.

Any wager that had no opportunity to receive action will get a "free collection" button to pay the time collection. This button must be used on the very next hand by the same player.

When all transactions are complete, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

Backline Wagers:

Each player's position has circles numbered 1, 2, 3, 4, 5 and 6. The number 1 refers to player who is occupying the seat and handling the cards for that specific position. Numbers 2, 3, 4, 5 and 6 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2, 3, 4, 5 or 6 locations will pay equal time collections before each hand is played.

Traditional Poker Ranking Hands:

- | | |
|-------------------|--------------------------|
| 1. 5 Aces | 7. Straight |
| 2. Royal Flush | 8. Three of a Kind |
| 3. Straight Flush | 9. Two Pair |
| 4. Four of a Kind | 10. One Pair |
| 5. Full House | 11. High card (Ace High) |
| 6. Flush | |

RULES FOR PAI-GOW POKER

1. THE VILLAGE CLUB DOES NOT PARTICIPATE IN THE ACTUAL PLAY OF THE GAME AND HAS NO INTEREST IN THE OUTCOME OF PLAY. NO PLAYER EVER PLAYS AGAINST OR MAKES A WAGER AGAINST THE VILLAGE CLUB CASINO.
2. TIME COLLECTION IS TAKEN IN ADVANCE FOR EACH BET. YOU MUST HAVE A FULL MINIMUM BET AFTER PAYING COLLECTION.
3. EACH TABLE HAS A SPREAD LIMIT DEFINING THE MINIMUM AND MAXIMUM AMOUNTS THAT MAY BE WAGERED IN EACH SPOT.
4. YOU MUST BET AT LEAST THE TABLE MINIMUM. LESS THAN MINIMUM BETS WILL RECEIVE ACTION, BUT WILL NOT BE TOLERATED.
5. ANY AMOUNT OVER THE MAXIMUM TABLE LIMIT WILL RECEIVE NO ACTION.
6. THERE IS "NO MAXIMUM" ON PLAYER/DEALER WAGERS.
7. "KUM-KUM" BETS WILL BE PAID OFF AND OR COLLECTED AS ONE BET.
8. PLAYERS WHO CHOOSE TO BET "KUM-KUM" MUST EACH WAGER AT LEAST THE MINIMUM BET PERMITTED AT THE TABLE.
9. PLAYERS WHO BET "KUM-KUM" DO SO AT THEIR OWN RISK. THE HOUSE WILL NOT HOLD UP ACTION OR BE RESPONSIBLE FOR SETTLING DISPUTES THAT ARISE FROM "KUM-KUM" BETS.
10. ALL ACTION GOES CLOCKWISE, STARTING WITH THE ACTION BUTTON.
11. ALL CASH WILL BE CHANGED TO CHIPS. ALL BETS WILL BE PAID IN CHIPS.
12. THE PALYER WHO CONTROLS THE SEAT IS THE ONLY ACTIVE PLAYER FOR THAT POSITION BUT THE PLAYER WITH THE MOST MONEY IN ACTION WILL HANDLE THE CARDS.
13. THE ACTIVE PLAYER CANNOT REFUSE BACKLINE BETS. HE MAY NOT PROHIBIT ANY PLAYER FROM WAGERING ON THAT SPOT IF HE IS NOT WAGERING ON IT. ONCE A PLAYER HAS WAGERED ON THIS SPOT, THAT PLAYER IS ALLOWED TO WAGER OR BACKLINE

24. IF THERE WAS NO WAGER THE PREVIOUS HAND, NO ONE MAY BE THE PLAYER/DEALER ON THAT SPOT. ANY PLAYER INVOLVED IN THE FIRST DEAL HAS THE RIGHT TO TAKE THE SECOND DEAL IF THE ACTIVE PLAYER PASSES THE SECOND DEAL.
25. ANY ATTEMPTS TO SWITCH, PASS, AND/OR HOLD OUT CARDS WILL CAUSE A HAND TO BE FOUL AND THE FORFEITURE OF THAT WAGER TO THE EXTENT THAT MONEY COVERS. ANY PLAYER(S) FOUND GUILTY OF SUCH ACTIONS WILL BE BARRED AND MAY BE SUBJECT TO PROSECUTION.
26. ANY PLAYER REMOVING A LOSING BET MAY BE BARRED AND/OR SUBJECT TO PROSECUTION.
27. A PLAYER WHO REMOVES A WINNING WAGER FROM THE BETTING CIRCLE MAY BE PAID THE MINIMUM BET (TO THE EXTENT THAT MONEY COVERS). IF THE CORRECT AMOUNT OF THE WAGER CANNOT BE DETERMINED.
28. A PLAYER HAS A FOUL HAND IF:
 - (A) THE TWO-CARD HAND IS STRONGER THAN THE FIVE-CARD HAND BEHIND HAND, OR
 - (B) THE PLAYER DOES NOT HAVE EXACTLY TWO CARDS IN THE FRONT HAND, OR
 - (C) THE PLAYER DOES NOT HAVE EXACTLY FIVE CARDS IN THE BACK LINE.
29. ALL PLAYERS ARE FORBIDDEN TO SHOW OR DISCUSS THEIR HANDS WITH ANY OTHER PLAYER. IN THE EVENT THAT PLAYERS HAVE DISCUSSED THEIR HAND, THE HAND WILL BE PLAYED ACCORDING TO LOGICAL.
30. A PLAYER MAY SEE ONE HAND ONLY. REGARDLESS OF THE NUMBER OF HANDS ON WHICH HE HAS WAGERED.
31. THE JOKER MAY BE USED AS A WILD CARD TO COMPLETE ANY PAIR, STRAIGHT, OR FLUSH.
32. A BOXED OR EXPOSED CARD ON THE DEAL WILL BE REPLACED AFTER THE DEAL IS FINISHED BY THE FIRST OF THE REMIANING FOUR CARDS.
33. A MISDEAL WILL BE DECLARED IF (A) A JOKER OR ACE IS BOXED OR EXPOSED, OR (B) IF TWO OR MORE CARDS ARE BOXED OR EXPOSED.
34. PLAYERS ARE RESPONSIBLE FOR THE FINAL SETTING OF THEIR HANDS.
35. NO WAGER CAN BE REMOVED UNTIL ALL HANDS ARE OPENED.
36. ANY "LOGICAL WAY" HAND IMPROPERLY SET BY THE HOUSE SUPERVISOR WILL BE RESET BY THE MANAGEMENT.

37. THE HOUSE SUPERVISOR CANNOT ALLOW THE PLAYER/DEALER TO SET HIS HAND FOUL. IF THE HOUSE SUPERVISOR MISTAKENLY ALLOWS A FOUL HAND TO BE PLAYED, IT WILL BE RESET THE "HOUSE WAY" BY MANAGEMENT AND PLAY WILL CONTINUE.
38. THE PLAYER/DEALER'S HAND IS NOT SET UNTIL HE HAS SIGNIFIED HIS FINAL DECISION IN ANY OBVIOUS MANNER TO THE HOUSE SUPERVISOR.
39. IF IT IS DISCOVERED THAT THE HOUSE SUPERVISOR DID NOT SHOW ALL OPTIONS TO THE PLAYER/DEALER, THE HAND WILL BE RESET THE "LOGICAL WAY" BEFORE THE THIR HAND IS EXPOSED.
40. NEW SET-UPS MAY BE REQUESTED AFTER TWO ROUNDS.
41. PLAYER/DEALER MAY ASK THE HOUSE SUPERVISOR FOR AN EXTRA SHUFFLE.
42. ONLY THE PLAYER/DEALER MAY REQUEST A CHANGE OF DECK.
43. WHEN TWO IDENTICAL CARDS ARE TURNED UP, THE HAND WILL BE DECLARED A MISDEAL.
44. A HAND THAT HAS BEEN MISREAD BY THE HOUSE SUPERVISOR WILL PLAY AT TRUE VALUE IF IT CAN BE RETRIEVED INTACT.
45. MANAGEMENT RESERVES THE RIGHT TO MAKE DECISIONS WHICH ARE IN THE INTEREST OF THE GAME. HTEREFORE, UNDER SPECIAL CIRCUMSTANCES, A DECISION MAY BE RENDERED THAT IS CONTRARY TO THE STRICT AND TECHNICAL INTERPRETATION OF THESE RULES.

TIME COLLECTION PROCEDURE FOR PAI-GOW

1. Collections are taken in advance.
2. Collections are placed separately in front of wagers.
3. Collections are taken per circle (max 6 per seat).

PAI-GOW COLLECTIONS FEE'S

\$5.00 to \$50.00	\$.50 per betting circle
\$25 to \$100	\$1.00 per betting circle
\$50 to \$200	\$2.00 per betting circle
\$100 to \$500	\$3.00 per betting circle
\$500 to No Limit	\$10.00 per betting circle

The above collection fees will be for various tables at different times. No table will ever have more than three collection rates at any one time. The collection rate for the player-dealer will vary from 0 - \$2.00 per hand, and will be included in the three collection rates per table.

Caribbean Stud Poker

Exhibit # A

The game is played on a blackjack --like table with up to eight spots. A standard 52- card is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The player/dealer hand must qualify to play.

If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style 8 hands table.
- 4) At the start of the game, the player/dealer position will be offered to players from seat # 1.
- 5) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 6) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
- 7) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 8) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.
- 9) Players must place Ante prior to receiving their hand.
- 10) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or

b) Call with a back *Call Bet* twice the *Ante*.

- 11) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .
- 12) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.
- 13) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 14) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.
- 15) There is no draw or discard for all hands.
- 16) If a player receives no action, no rebate, refund in any form will be given to the players.
- 17) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
- 18) If the player/dealer hand qualifies all identical hands is push (tie).
- 19) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank

and no pair is the lowest.

20) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extend that player/dealer wagers covers in this order on every seat in the following order:

Front bet (Ante)

Back bet (Call Bet)

21) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

NO BUST 21st CENTURY BLACKJACK

4.01

4/23/2006

Copyright @ 2006. All rights reserved.

**Any use of the game, rules, and/or trademarks without written authorization from
21st Century Gaming Concepts Inc., is prohibited by law.**

Existing issued patents

6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

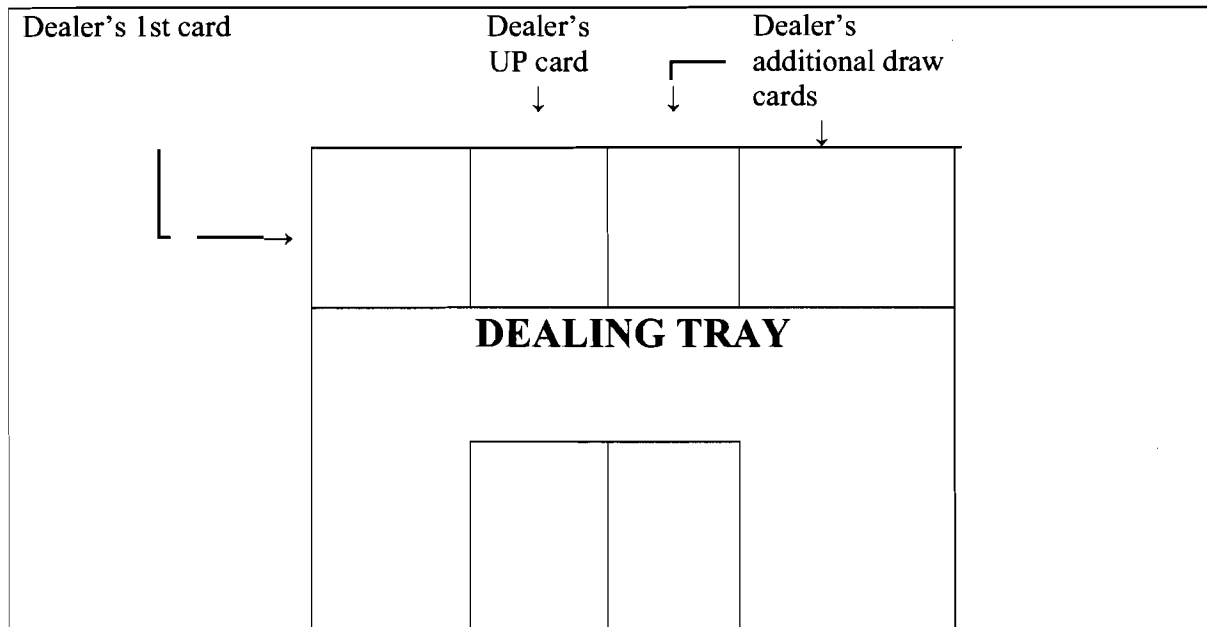
1. No-Bust- 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces . The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of casino Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card in front of the casino Dealer.

9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
12. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

13. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



14. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

15. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
17. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural " (21 1/2) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "Natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
 - a. If the Player/Dealer is closer to a "Natural ," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "Natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "Natural ."
7. If a player has more than a "Natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "Natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS& INSURANCE

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

A

8

7

1

(